

ABSTRACT OF THE DISCLOSURE

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In a client-server environment it would be desirable to have a number of servers capable of processing a broad range of applications such as compute intensive applications or graphic operations such as rendering. In a heterogeneous client-server environment, conventional systems statically stored executables on a server for later execution. This required extensive storage as well as many programmer hours porting applications to the server machine from client machines which had different object modules. This invention solves these problems by creating a homogeneous execution environment within a heterogenous client-server network. Accordingly, this system dynamically downloads code on a compute server, executes the code on the compute server, and returns the results to the calling client method. This technique does not require multiple copies of code to be downloaded nor compiled since the server code can be executed on all the different systems. A system designed according to the this technique is also efficient. The server code is generally compiled locally on the client and downloaded to the server as byte-codes and then executed.

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